Tower of the Fire Wizards

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Tower of the Fire Wizards

By Peter Cooper

Scenario Background

Neha, Trenno, Galber, Blee, and Kreeo, five Fire Wizards formerly in the service of the church of Kellos. Two weeks ago, they fled, taking several powerful artifacts belonging to the church with them. Enraged at the betrayal and theft, the priests of Kellos have hired you, along with a dozen other adventurers to track the wizards down and bring back the stolen artifacts... and heads of the runaways. You decide to join forces with some of the other adventurers, and strike out together to beat the others to the Wizards. During your search, you begin to hear rumors of several strange new magicians taking up residence in the town of Grayhaven. You travel there immediately to see if it is indeed the place where the fugitives have hidden themselves.
Your party arrives at night and get a room at the local inn. Across town, you see a great, four spired castle, flames billowing from every window despite the heavy rain. You try to sleep, but the flashing red light keeps you up most of the night. There's little doubt that the Castle is where the Fire Wizards are hiding. The next morning, you make your way across town to the fiery fortress.

Mission Goals

You must slay all five fire Wizards and recover the missing artifacts. You start with seven conquest tokens.

Important: The Powers of the Fire Wizards:
The Fire Wizards have powers beyond those of normal magicians. Instead of attacking, a Fire Wizard may move a one-space lava token from any space within their line of sight and move it to another that does not already have an obstacle on it. They may move it directly onto a hero's space.

Note: None of the Fire Wizards have the undying ability.

Important: Spawning in the Tower of the Fire Wizards:
The Overlord may only spawn monsters every other turn, after playing a spawn card, leave it on the table as a reminder. It is removed at the end of the next turn.

Important: Chests in the Tower of the Fire Wizards:
Chests in this scenario only grant treasure to the hero who opens the chest.

Copper Chests:
One: 2 copper treasures, two curses
Two: 1 copper treasure
Three: 1 power potion, 100 gold

Silver Chests:
One: 2 silver treasures, two curses
Two: 1 silver treasure
Three: 1 power potion, 2 health potions, 150 gold, 1 conquest token

Gold Chests:
One: 1 gold treasure, 1 power potion, 2 health potions
Two: 1 gold treasure, four curses, 1 conquest token

Important: Any time a hero move onto one of the double encounter marker spaces in a Wizard's tower, remove both markers.

Start Area: The Courtyard

The courtyard is thick with mud from the last night's rain, and there are deep puddles all around you. There is a tower to either side, and a narrow walkway bridging them above you. Huge bats dangle from the stonework, eying you hungrily. The doors to the main citadel appear to both be locked.

Area 1: Wizard Neha's Tower

You carefully enter the tower. Golden light spills out from a large stone fireplace at the back of the room. A figure is sitting on the floor, very close, almost in the fire, but he is not burning. You can see a runekey on the table to one side of the room.
(Read only if the heroes entered from the doorway: The balcony opens onto the walkway leading to the next tower over.)
The figure gets smoothly to his feet and turns to you. You recognize him as Neha, one of the lesser Fire Wizards. "So, you've made it, Kreeo told us you were close." His eyes are bright with rage, "You were a fool to come." With that, he attacks.

Neha the Fire Wizard has the stats of a regular sorcerer, but he has plus six wounds, plus one armor, and rolls a white and green dice when attacking.

When a hero ends his move on one of the encounter tokens, give that hero the yellow rune key, then each hero takes a potion of their choice.
Read the following text:

You search through Neha's workspace, and find more than just the runekey. There are a number of delicate looking devices on the table, including the materials needed for mixing potions.

The heroes recive two conquest token when they kill Neha.
Read the following text:

"You'll regret coming here," the dying Wizard gasps, "You can't beat us all."

Area 2: Wizard Trenno's Tower

You creep into the room as quietly as you can, but the wizard hears you coming, and is ready for you, his fist glowing with fire. You recognize him as Trenno, another of the lesser Wizards. "Kellos' servants will never defeat us!" he shouts. Right before he attacks, you notice another runekey laying on his work table.

Trenno the Fire Wizard has the stats of a regular sorcerer, but he has plus three wounds, plus three armor, and ignores pierce.

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When a hero ends his move on one of the encounter tokens, give that hero the blue rune key, then each hero takes a potion of their choice and fifty gold.
Read the following text:

> You search through Trenno's workspace, and find more than just the runekey. There are a number of delicate looking devices on the table, some containing what looks like gemstones, and others the materials needed for mixing potions.

The heroes recive two conquest tokens when they kill Trenno.
Read the following text:

> "Kellos' pawns are no match for us," Trenno murmurs as his eyes close.

Area 3: Bridge 1

> The walkway stretching between the two towers is thick with shadow. You can hear movement in the darkness, the clicking of bone on bone. As soon as you step from the balcony, a band of reanimated corpses launch a volley of fire arrows at the floor near the staywell, igniting the booby trapped hall. Clearly, the Wizards have been busy preparing their defenses.

When the glyph in this area is activated, remove both lava markers.
Important:

As soon as the glyph in areas 4 or 5 is activated, discard the door and activate the adjacent glyph as well. The heroes recive six conquest tokens for the two glyphs.
Read the following text:

> As soon as you step on the glyph, there is a bright flash of light, and the door bursts apart. The symble carved on the floor flows across the stone, forming another glyph.

Area 4: Citadel 1

> The Wizard's have summoned their fiendish allies from hell to guard this part of the Citadel. The giant pillar in the middle of the tower looks very shaky to you. (There are deeps slots gouged into the floor, and it looks like there might be something inside them, but you don't want to find out what.)

If a hero ends their move on the encounter token, place a rubble token on each of the spaces marked with a red X. Any hero or monster in one of those spaces takes five wounds and is moved to an adjacent space of their choice.
Read the following text:

> You touch the pillar, and it quivers. Chunks of the ceiling tumble down all around you, letting in patches of sunlight from above.

Area 5: Citadel 2

Every regular creature in this room has a 25 gold reward. The ogre and the master beastman are worth 100 gold each.

> A ragtag band of mercenaries guard this section of the Citadel, the Wizard's gold jangling in their coin purses. A giant pillar ringed with spikes rises up the length of the tower. There is a lever of some sort on the pillar, but you can't tell what effect it might have. (There are deeps slots gouged into the floor, and it looks like there might be something inside them, but you don't want to find out what.)

If a hero or monster ends their move on the encounter token, give two wounds to every hero and monster in the room, not including the hero/monster who pulled the lever. These wounds may not be canceled or blocked.
Read the following text:

> Tiny projectiles launch from the pillar with a hiss of compressed air or magic energy, wounding everyone in the room.

Area 6: Inner Courtyard

The haunt marker is the ghostly statue. Treat it as rubble for the purposes of line of sight and movement.

> You step back outside. More giant bats flutter down from the towers. Between the two towers ahead of you is a long low building. The door is locked magically, you'll need a key to open it. Opposite the door is a strange statue. It flickers in the sunlight, as if it isn't quite substantial.

If a hero moves onto a space next to the statue they take one fatigue. This follows all other rules for the aura ability, except the heroes take fatigue instead of wounds.
The first time this happens, read the following text:

> You shiver as you walk past the statue. It feels as if it is sapping your energy. You hurry on by as fast as you can.

Area 7: Wizard Galber's Tower

Activate Galber OR his Golem after reading the flavor text.

> The Fire Wizard Galber is tinkering with a massive Golem when you enter. He shrieks when he sees you and huddles in the back of the room. "Ah, you!" He points. "Slave, kill these intruders, and protect me!" The Golem rumbles obediently towards you.

Galber the Fire Wizard has the stats of a regular master sorcerer, but he has plus seven wounds, plus two armor, and rolls a white and two yellow dice when attacking.
Instead of attacking or using his fire spell, Galber may heal three wounds on the golem.

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Galber's Golem rolls two green dice when attacking, instead of a green and a yellow.

The heroes receive three conquest tokens when they kill Galber.
Read the following text, excluding the section in parenthesis if Blee has not yet been killed:

"No, oh no," Galber groans as he dies. "Why didn't it protect me?" His quivers, and lays still. (You're down to the final Fire Wizard now, Kreeo, the strongest of them all.)

When a hero ends his move on one of the encounter tokens, one of the following takes place:

If they have already searched in Blee's Tower, give them the red runekey.
Read the following text:

You spot a red runekey on Galber's table and grab it.

If they have not searched Blee's Tower yet then each hero takes 200 gold and a training token of their choice.
Read the following text:

There are a number mystical tools arrayed on the table, some containing strange looking gold pieces, and others odd looking jars of colored potions.

Area 8: Wizard Blee's Tower

Activate Blee after reading the flavor text.

Blee leaps at you as soon as the door is open, as if he knew you were outside. "You will not live to face Kreeo!" The Wizard moves amazingly fast as he attacks.

Blee the Fire Wizard has the stats of a regular master sorcerer, but he has plus twelve wounds, plus two move, plus three armor, rolls a white, and two green dice when attacking, and always counts as dodging.
Blee may move through rubble and hero figures.

The heroes receive three conquest tokens when they kill Blee.
Read the following text, excluding the section in parenthesis if Galber has not yet been killed:

"How did you... catch me?" whispers Blee weakly. (You're down to the final Fire Wizard now, Kreeo, the strongest of them all.)

When a hero ends his move on one of the encounter tokens, one of the following takes place:

If they have already searched in Galber's Tower, give them the red runekey.
Read the following text:

You spot a red runekey on Blee's table and grab it.

If they have not searched Galber's Tower yet then each hero takes 200 gold and a training token of their choice.
Read the following text:

There are a number mystical tools arrayed on the table, some containing strange looking gold pieces, and others odd looking jars of colored potions.

Area 9: Bridge 2

Place an encounter marker underneath each master kolbold.

The Wizards have hired a pack of kobold engineers to create a trap in this walkway. The ingenious creatures have rigged up a rock circle. Boulders are swirling madly in the pit. At each end of the hall there is a small mechanical device manned by a kobold.

Each space of rubble is a small rolling stone. They behave like regular rolling stones, except that they are moved after each hero's turn, and not on the Overlord's turn.
Roll two yellow dice to determining movement for all three bolders (do not roll any red dice.)
The boulders move clockwise. (In the direction of the arrows on the ramps)

The two master kobolds are engineers. They have an additional six health and two armor.

When a hero ends their movement on one of the encounter markers, reduce the number of yellow dice rolled to move the boulders by one.
Read the following text:

You aren't quite sure what the machine does, but you start pulling levers anyway. The boulders seem to slow down. (Read after both encounters are activated: And they finally grind to a halt.)

Area 10: The Hall of Fire

You move past the icy ghost statue and use the red runekey to open the door to Kreeo's keep. The head Fire Wizard is standing at the end of a long hall, watching over a table strewn with valuable artifacts. He spins around when you enter. His eyes are gone, all that's left in the sockets is an eternal flame flickering behind the lids.
"I assume this means that you have defeated all my brother Wizards. No matter, they were expendable, I need only these weapons to defeat you."

Kreeo the Fire Wizard has the stats of a regular master sorcerer, but he has plus eighteen wounds, plus six armor, rolls a white, two yellow, and two green dice when attacking, and has three additional sorcery.
Kreeo may create two-space lava obstacles, instead of one-space, and does not need to take the lava from anywhere else, since he is powerful enough to conjure it himself.

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He carries the Staff of Light, and may spend surges as indicated on the card.
The heroes receive five conquest tokens when they kill Kreeo. Place the Staff of Light Token on the space where he died, and remove all the lave spaces he created.

Place a dart room on the spaces indicated by the blue X's, and replace the four two-space pits with scything blades. Any other obstacles in those spaces are removed, and any monsters or heroes immediately resolve the effects of the trap they're on. The doors to areas 7 and 8 close, and can not be opened again.

The Overlord my immediately search his discard pile for spawn cards. He may take as many spawn cards into his hand as he wants.

For the rest of the game, the Overlord may play one spawn card per turn OR spend eight threat (Ten threat to spawn a Master) to spawn a tier four creature (Dragon, Giant, Demon).
Follow all the usual rules for spawning monsters.

Read the following text:

> Kreeo screams, and his burning eyes are extinguished. He groups about blindly, bleeding what appear to be sparks from his many wounds. "Curse you," he growls, "and damn Kellos. I'll take these artifacts with me rather then let him have them back." He waves his hands and mutters an incantation. Fire spirits flash out of his body, vanishing down the hall.
> "They'll stop you," he laughs, "and if they don't, then my traps will." He snaps his fingers, and you hear gears grinding throughout the castle. Then Kreeo falls to the floor, all his strength exhausted.

If a hero ends their move on one of the encounter tokens, place the Blade of Light, the Rune Plate, the Robe of Time and Space, the Sheild of the Dark God, and the Trueshot tokens on the other space.
A hero may pick up one of these artifacts for one move. They may not carry more than two at a time. If a hero is carrying more than one artifact, they may not remove fatigue by drinking a fatigue potion.

Read the following text:

> The table is sagging under the weight of the stolen artifacts. It doesn't look like you're going to be able to carry them easily, but you need to get them out before you're overwhelmed by Kreeo's summoned creatures.

The Escape:

The heroes must bring all six artifacts to the double glyph before they are all killed, and then leave the board. A hero who leaves the board or dies may not return. If a hero with an artifact ends their move on one of the glyphs their artifact is transported away. Discard the card, but keep the artifact token.

Important: When a hero carrying an artifact is killed, then that artifact is dropped where they died and the artifact token is placed in that space. Another hero may pick it up for one movement point.

If the heroes are all killed, or lose the game at any point, read the following text (only include the text in parenthesis if you have recovered at least one artifact):

> The Fire Wizard's traps and creatures are too much for you, you abandon the (remaining) artifacts and your mission and flee Grayhaven (with the artifacts you managed to reclaim.) Hopefully the Priests won't send someone to hunt YOU down.

When all the artifacts are safely away:

> You slip out of the tower just in time, artifacts safe in your arms and the Fire Wizards all slain. The Towers are crumbling to the ground when you look back from the glyph of transport outside the castle. Smoke is rising from the rubble in thick red clouds. You breath a sigh of relief, and prepare to leave Grayhaven.
> The church will be paying the survivors handsomely for the return of their artifacts, and maybe you won't have to share the reward with your fellow adventurers...

The heroes have completed their quest.

For more competitive play:
If a hero made it off the board alive, they earn two conquest tokens. They earn an additional two for each artifact they escaped with. The hero who earned the most conquest tokens in this period is declared the winner.

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